



Robot Tank™

Engineered and designed by Kallan, Ltd. Manufacturer prior license by Atari, Inc.

ATARI



POOKA™



DIG DUG™



FYGAR™



Dig Dug™ is an exciting new type of maze game. Now players create their own mazes by controlling "Dig Dug," a dauntless miner who fearlessly digs tunnels to dodge or destroy the precocious "Pooka" or the ferocious "Fygar," and to collect veggie treasures.

Changing screens, multiple difficulty levels, 21 unique sound effects and a calliope accompaniment enhance game play.

Dig Dug is a fun-filled new strategy challenge with fantastic appeal for every type of player—novice, expert, male and female.



Scoring. Dig Dug must destroy the monsters by strategically digging a tunnel underneath a waiting rock to let it fall on a pressing monster, or by turning quickly, pumping them up until they explode.



Each round is completed when all monsters are either destroyed or escape. Pooka or Fygar can travel through the dirt as ghosts but change back to monsters and become vulnerable again when exposed to air in a tunnel or cave.



Extra points are scored for collecting different vegetables which appear in each round for 10 seconds to enhance each round's scenic spot where Dig Dug started. There's only one veggie per round, so Dig Dug must dig quickly to get to it.



Continuation of Game. To keep the challenge going, players can choose their own skill level. After playing a round, the player has 16 seconds to begin a new game at the same skill level previously achieved rather than going back to Round 1.

Pump Control. Pressing the control once or twice stuns the monsters, allowing Dig Dug to get around them in the tunnels. Holding the button down pumps up Pooka or Fygar until they explode. The Pump can be used instead of dropping rocks.

High Score Table. Dig Dug's High Score Table displays the current top five scores achieved along with the players' initials. The non-volatile memory retains these top five scores if power is off. The High Score Table keeps players coming back for more.

Operator Options

Game Difficulty. Adjustable for "Easy," "Medium," "Hard" or "Expert".

Lives. 1, 2, 3 or 5 Dig Dug lives may be selected.

Bonus Levels. Substitutes for 8 bonus award levels including "No Bonus".

Cabinet Models

Dig Dug is available in the dramatic upright, "mini" CABARET™ with optional side panel

decals and sophisticated COCKTAIL cabinet models for maximum location versatility.

New "European" cabinet.

Dig Dug is offered exclusively to the European market in a totally new compact cabinet designed for virtually any type of location. Optional side panel decals are also available.



Dimensions

Upright: Height: 71 in., 180.34 cm.; Width: 26.75 in., 67.95 cm.; Depth: 25.25 in., 64.14 cm.; Weight: 307 lbs., 139.3 kg. Monitor: 19" color monitor.

European: Height: 68 in., 172.72 cm.; Width: 25.25 in., 64.14 cm.; Depth: 31 in., 78.74 cm.; Weight: 275 lbs., 124.7 kg.

lg. Monitor: 19" color monitor.

Cathode: Height: 60 in., 152.4 cm.; Width: 20.44 in., 51.91 cm.; Depth: 30.75 in., 78.1 cm.; Weight: 230 lbs., 99.79 kg. Monitor: 19" color monitor.

Cocktail: Height: Adjustable from 27 in., 68.58 cm. to 41", 104.14 cm. (telescoping legs). Width: 32 in., 81.28 cm.; Depth: 27 in., 68.58 cm.; Weight: 225 lbs., 102 kg. Monitor: 14" color monitor.

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